

## DANSKE INSTRUKTIONER

	AMOeba (AMØBE)
	Et grønt uhyre (vist som en grøn firkant på arbejdsbordet), der vokser gennem jorden. Hvis den omringes af sten eller vægge, dør den og bliver til en diamant. Hvis den derimod vokser sig for stor (200 firkanter), bliver den til sten. Man kan med timerne bestemme, hvor hurtigt den skal vokse.
	SLIME (SLIM)
	Ligner amøben, men virker som en gennemtrængelig væg, der lader sten og diamanter falde igennem, og hastigheden kan kontrolleres af en timer. Vises som en blå firkant.
	HIDDEN EXIT DOOR (SKJULT DØR)
	Denne type dør ligner en titanium væg, og er derfor svær at finde når du skal videre ud.
	EXIT DOOR (UDGANG)
	Den åbnes når du har samlet det nødvendige antal diamanter, og man kan se at den blinker.
	ENTRANCE (INDGANG)
	Rockford vil starte ved indgangen i hver eneste hule.
	KOMMANDOERNE
	LINE (LINIE)
	Med denne kommando, kan du lave linier med den ting, som penslen tegner med. Kommandoen udføres ved at trykke L eller pege på Line figuren og trykke på joystick Fire. For at tegne linien placerer du cursoren og trykker tasten, flyt derefter cursoren til den anden ende og tryk igen.
	RANDOM (TILFÆLDIGT)
	Vælges terning figuren, vil programmet sprede 20 af den valgte ting ud i hulen på tilfældigt valgte steder.
	COLOR (FARVER)
	Vælg enten Farve figuren eller tryk C. Der vil komme en menu med farvevalg frem. Bevæg joysticket indtil den rigtige farve kommer frem. Tryk tilsidst joystick tasten for at vælge en ny farve.
	TEST
	Tryk på T eller vælg test figuren på arbejdsbordet. Du kan nu prøve at spille den hule, som du er ifærd med at bygge. Vær sikker på at der er både en indgang og udgang før du starter med at teste. Du kan komme tilbage til arbejdsbordet igen med RUN/STOP tasten.
	MENU
	Et tryk på M eller valg af Menu figuren frembringer fil-menuen. Bevæg joysticket i den ønskede retning for at vælge en af funktionerne. Du kan gemme og indlæse dine huler, eller du kan sammensætte hele spil (THE GAME) og udføre sletning, omdøbning af filer m.m.
	NEW SCREEN (SLET HULE I HUKOMMELSEN)
	Ved at vælge denne figur eller trykke på N bliver hulen i hukommelsen slettet. For sikkerheds skyld skal man bekræfte kommandoen en gang til. Programmet spørger derefter om du vil lave en hule, en bonus skærm, eller indlæse en hule fra bånd eller diskette.
	PALETTE (ARBEJDSBORDET)
	Tasten P eller Palette figuren giver mulighed for at fjerne arbejdsbordet, for at kunne se hele skærbilledet på en gang. Du kan hente arbejdsbordet tilbage med tryk på PILEN OPAD. F O R S I G T I G !! (det er ikke cursor pilene).
	TIMERS (TIMERE)
	Tasten V eller valg af ur figuren fremkalder en menu, der indeholder værdierne af alle timere. Du kan kontrollere: hastigheden af spillet (speed of game), tidsbegrænsning på den pågældende hule (time limit), hastigheden for forheksede vægge, amøber, mm. (speed of growth). For at ændre en værdi bevæg joysticket højre/venstre. Eller op/ned hvis det skal gå hurtigt. Tryk joystick Fire for at forsætte videre nedad menuen.
	FULL SCREEN (KOMPLET HULE)
	Trykker du F, kan du se alle fire skærme, som en enkelt hule består af. Tryk F igen for at gå tilbage til arbejdsbordet.
	AT LAVE ET HELT BOULDERDASH SPIL
	Et helt spil består af en række huler og/eller bonus skærme i en bestemt rækkefølge. Et almindeligt spil har 16 huler og 4 bonus skærme. En hule er ca. 4 hele skærme stor. En bonus skærm er kun en enkelt skærm, og formålet med en bonus skærm er at give spilleren, der har klaret 4 huler i træk en lille hurtig (typisk 20 sekunder) mulighed for bonus. På en bonus skærm kan man vinde en bonus, men man dør ikke hvis man ikke når at få den. Med Boulderdash CONSTRUCTION KIT kan du også selv "mixe" det antal huler og bonus skærme du vil.
	GEMME EN HULE
	De første skridt mod at lave en helt spil er at gemme alle dine huler og bonusbaner efter du har testet dem. Gør følgende: -Kald menuen frem med M tasten -Brug joysticket for at vælge Save (gemme) -Vælg om du vil gemme til bånd eller diskette -Skriv en filnavn for hulen eller bonus skærmen og tryk RETURN. BEMÆRK!!
	Når du gemmer hulen eller bonus skærmen, skal du give den et filnavn, der ikke eksisterer i forvejen på disketten. Hvis du vil bruge et eksisterende filnavn, kan du slette den gamle fil og derefter gemme den nye fil med det gamle navn.
	ET HELT SPIL (DISKETTE)
	Efter du har gemt alle huler og skærme til diskette, vælg kommandoen GAMES (spil) fra menuen. Der kommer 5 nye kommandoer frem på en ny menu:
	NEW GAME (NYT SPIL)
	Sletter den rækkefølge af huler (hele spillet), der er lavet (i computerens hukommelse - ikke på disketten).
	GAME FILES (SPIL FILER)
	Giver et directory over de spil rækkefølger, der ligger på disketten.
	LOAD GAME (INDLÆS SPIL)
	Indlæser et i forvejen lavet og gemt spil (dvs. rækkefølger af huler og bonus skærme). Man skal skrive navnet på den ønskede spil-fil ind. (Denne kommando er ikke at forveksle med Indlæs skærm).

### SAVE GAME (GEM SPIL)

Gemmer den indtastede rækkefølge til diskette. Man skal give spilrækkefølgen et filnavn.

### EDIT GAME (RET SPIL)

Når du vælger at rette i spil rækkefølgen, kommer en skærm delt i to kolonner frem: Kolonnen til højre indeholder navnene af alle gemte huler og bonus skærme på disketten. Den til venstre viser det pågældende spils rækkefølge af huler.

Den fremhævede cursor viser hvilken kolonne du er i. Du kan ændre dette, ved at bevæge joysticket højre eller venstre. Du kan også bevæge viseren (det er < > ) op og ned, ved at bevæge joysticket op/ned.

HVER GANG DU TRYKKER PÅ JOYSTICK FIRE, vil filnavnet, der er markeret af viseren i den højre kolonne kopieres over til viserens plads i den venstre kolonne.

Hvis du har flere huler eller bonus skærme på en anden diskette, kan du indlæse dem. Sæt den anden diskette i diskette stationen og vælg kommandoen GAME FILES. Vær dog opmærksom på at overføre alle huler og bonus skærme i et sammensat spil til samme diskette som selve THE GAME styrefilen (ikke originaldisketten - se nedenfor !)

Med et tryk på OP PILEN i øverste venstre hjørne af tastaturet, kaldes menuen frem igen. Den evt. rettede rækkefølge af spillet vil stadigvæk ligge i hukommelsen, men husk altid at gemme spillet (SAVE GAME) inden du slukker computeren eller indlæser/sletter et andet spil. (LOAD GAME/NEW GAME).

### ET HELT SPIL (BÅND)

Når du arbejder med bånd, kan du ikke lave en spil rækkefølge som en fil. I stedet må du gemme hulerne og bonus skærmerne på båndet i den rækkefølge, som de skal komme frem i spillet.

Når du skal lave et spil med en bestemt rækkefølge af huler, kan du gøre følgende:

- 1 - Kald menuen frem (M tasten)
- 2 - Vælg LOAD SCREEN (indlæs skærm)
- 3 - Indlæs den hule, der skal være den første i spillet fra dit arbejdsbånd.
- 4 - Sæt et nyt bånd i båndoptageren.
- 5 - Gem skærmen på det nye bånd (selve spillebåndet) med SAVE SCREEN.
- 6 - Forsæt med 2-5 indtil du har hele rækkefølgen på spillebåndet.

### BEMÆRK 1:

Hvis du vil indlæse en hule fra bånd, og du ikke giver noget filnavn, vil programmet indlæse den første fil den finder.

### BEMÆRK 2:

Hvis du giver et filnavn og du er spilet forbi den hule, er det muligt at spole tilbage og prøve indtil programmet finder den rigtige fil.

### BEMÆRK 3:

Hvis filnavnet på hulen ikke findes, kan programmet lede uendeligt uden at finde noget. Man kan dog afslutte søgningen med tryk på RUN/STOP. Hvis det ikke virker, så tryk RESTORE.

### DISKETTE KOMMANDOER

Der findes nogle ekstra og meget anvendelige diskette kommandoer i CONSTRUCTION KIT.

### CATALOG (KATALOG)

Giver et katalog over filnavnene på disketten.

### FORMAT (FORMATER)

Lader dig formattere en blank diskette, uden at skulle gå til Basic.

### DELETE (SLET FIL)

Sletter en fil fra disketten.

### RENAME (OMBØD FIL)

Ændre navnet på en fil på disketten. De rigtige udvidelser (extensions) er: .INT for bonus skærme, .CAV for huler, og .GAM for spil rækkefølger.

### COPY (KOPIER FIL)

Med denne kommando kan du kopiere en fil over til en anden diskette.

### GODE IDEER

- 1 - Det er vigtigere at lave nogle udviklede problemer i hulerne, end bare at skulle samle mange diamanter.
- 2 - Tidsgrænsen for at færdiggøre en hule er vigtig. F.eks kan spilleren opdage at han aldrig har tid til at nå hulens diamanter i tid. Indtil han løser et problem, der gør det muligt.
- 3 - Det er også en god ide at lave huler, hvor der er flere forskellige løsninger på udviklede problemer.
- 4 - Undgå frustrationer. Lav ikke næsten umulige baner. Spilleren skal føle at han/hun er tæt på at komme videre.

### BOULDERDASH SPILLET

Målet i Boulderdash er at gennemsege huler og samle et mindste antal diamanter for at gå videre. Når dette er nået, kommer en udgang frem på skærmen, som man kan gå ud af til næste hule/bonus skærm.

Strategi og planlægning er vigtigst for at opnå målet, og bliv ikke overrasket hvis du hurtigt bliver vild med Boulderdash, man kan bare slet ikke holde op.

I beskrivelsen af selve CONSTRUCTION KIT giver forklaringerne på de forskellige typer insekter og ting, du kan finde i hulerne.

### FUNKTIONSTASTER

F3 = Antal spillere og joysticks  
Joystick = Hule nr.  
Fire = Start spillet  
Mellemrum = Pause  
RUN/STOP = Start forfra

### CHANCER

Hver spiller starter med 3 liv (Rockfords). Hver 500 points giver et nyt liv. Man kan også vinde ekstra Rockford på bonus skærmerne.

### POINTS

Under spillet vises points øverst på skærmen. Fra venstre til højre står:

antal diamanter nødvendige for at komme videre  
points pr. diamant  
antal opsamlkede diamanter  
tid tilbage  
samlet antal points i spillet

Du scorer points for hver diamant og for hvert sekund tilbage i nedtællingen, når du går ud af udgangen.

### INDLÆSNING AF ET FÆRDIGT SPIL (DISKETTE)

Når programmet THE GAME er indlæst, spørger programmet om spillets filnavn. På disketten ligger et demo Boulderdash spil med navnet GAME 1. Skriv GAME 1 og RETURN og hulerne vil blive indlæst. Når den sidste hule er indlæst, vil farven af navnet på spillet blive blå. Man kan nu vælge hvilken hule man vil starte på med joysticket. Tryk Fire for at starte spillet.

Når spillet er slut, kommer titelskærmen frem igen. Det indlæste spils navn står nu med hvidt. Hvis du vil spille en gang til, tryk RETURN. (ADVARSEL bevæg IKKE joysticket før du trykker RETURN). Navnet vil blive blå igen, og man kan vælge start hule som ovenfor.

Hvis du vil spille et af dine egne spil, skriver du navnet på filen med spillet. Husk at filen med spil rækkefølgen og alle hulerne skal ligge på samme diskette.

### INDLÆSNING AF ET FÆRDIGT SPIL (BÅND)

Når programmet THE GAME er indlæst, spørger den hvor mange huler man vil have indlæst. Test spillet har 16 indbygget. Skriv 15 og tryk RETURN og vent på at hulerne indlæses. Hvis du skal pille dine egne huler, så skriv det antal hule der er med og sæt dit eget bånd i.

Hvis du skriver et mindre tal end det antal huler der er, vil du kun komme til at spille det indtastede antal. Hvis man skriver for stort et tal, vil programmet blive ved at sege efter de ekstra huler.

### OM BOULDERDASH CONSTRUCTION KIT

Programmeret af Jeff Schneider  
Produceret af Fernando Herrera  
CONSTRUCTION KIT ide af First Star Software  
Demo spil designet af Fernando Herrera  
Tak til Jim Nangano og Paul Hodara

Ideen Boulderdash blev lavet af Peter Liepa, med Chris Gray.

Program copyright 1988, First Star Inc.  
Alle rettigheder forbeholdes

Udgivet i Skandinavien af World-Wide Software, International House, 2300 Kbh S. med tilladelse fra First Star Inc.

### ADVARSEL:

Kopiering, udlån, offentlig udsendelse, overførsel og distribution af Boulderdash Construction Kit, program eller dokumentation, er ikke tilladt uden skriftlig tilladelse fra First Star Inc.



WORLD  
WIDE  
SOFTWARE



ENGLISH INSTRUCTIONS

BOULDERDASH CONSTRUCTION KIT

LOADING:

DISK VERSION

Turn on your computer and disk drive.  
Plug joystick into #1.  
Insert diskette into the disk drive and type:

LOAD \*\*\*,8,1

Then press the RETURN key.  
Wait until the title screen is displayed.  
Then follow the screen instructions:

Press 1 to run the CONSTRUCTION KIT.  
Press 2 to run THE GAME.

CASSETTE VERSION

One side of the tape contains the CONSTRUCTION KIT.  
The other side contains THE GAME.  
Select the side you want to run.  
Place the cassette in the recorder.  
Rewind the tape completely and type:

LOAD \*\*\*,1,1

Then press RETURN key.  
The title screen and program will load automatically.

OVERVIEW

Design and create your own Boulderdash caves and intermissions. You have total control to place any item, boulders, diamonds, walls, etc. You can also set your timers, number of diamonds to win, bonuses, everything! You can test your screen while creating it and correct it, if necessary.

You can also make complete games using up to 64 screens, you can mix your caves and intermissions in any order you want, and then play them as Boulderdash the Game.

To make a complete game follow these simple steps:

- a) Decide whether you want a Cave or an Intermission.
- b) Place your boulders, diamonds, exit doors, etc.
- c) Set the timers and counters.
- d) Save and test your caves.
- e) Make a GAME sequence with your caves.

THE PALETTE

The palette is functionally divided in two groups: The brushes and the commands. Most of the commands can also be called with a single keystroke as indicated below.

- C Change colours
- M Main Menu
- P Remove Palette
- F Full screen
- S Turn sound on/off
- ^ Exit function
- L Line mode
- E Eraser
- T Test screen
- N New screen
- V Timers and Counters

THE BRUSHES

Select any brush by placing the cursor over the icon and pressing the trigger. Now you can move your cursor to anywhere on the screen and "paint" with it by pressing the trigger again. You will always paint on the working screen which is one quarter of the total area for a cave.

BOULDER

The rocks will fall if unsupported, topple off wall edges, and can be pushed one at a time if there are no objects of any kind in front of it.

DIAMONDS

In every cave a certain number of collected diamonds are always needed to win, and in the case of hidden exits reveal the exit door. However, you can have screens which start without diamonds if you provide means to create them. (See butterflies and enchanted walls below).

ENCHANTED WALL

Looks like any other wall, however, when hit by a falling object, it mills for a certain amount of time (see timers). During this period of time it will turn boulders into diamonds and diamonds into boulders, they must hit the wall when falling and the area below the wall must be empty.

WALL

A regular wall is used to build spaces and paths. It can't be crossed, but in can be destroyed by explosions.

TITANIUM WALL

This wall is indestructible and boulders don't fall of their edges.

GROWING WALL

If there are no obstacles to the right or left of this wall, it will grow closing spaces. Place note that you have to place dirt or some moveable object initially to prevent the wall from growing immediately.

EXTRA ROCKFORD

When you place an extra Rockford in the screen, he won't move, but you must protect him from being destroyed by boulders, fireflies or butterflies.

DIRT

Used as a filler. Also as a support of rocks and diamonds. fireflies and Butterflies can't go through it. Rockford can dig dirt by walking through, or by first pressing the trigger and, while holding it down, pushing the stick in the desired direction.

FIREFLIES

They explode on contact, killing Rockford. You can destroy them by dropping boulders on them. If they make contact with the Amoeba they will explode as well. They always fly in a predictable direction.

BUTTERFLIES

They behave very much like the Fireflies except they fly in the opposite direction and produce diamonds when they explode. Try dropping a boulder on them.

AMOEBa

A green blob (as indicated on the palette) that grows through dirt. If surrounded by boulders or walls, it will suffocate and turn into diamonds. However, if it grows too much (200 units) it will turn into boulders. The speed of growth can be controlled with the timers.

SLIME

Looks like the Amoeba, but it acts more like a permeable wall, that lets boulders and diamonds fall through the Slime at various rates which you control with the timer. On the Palette it is represented as a blue blob.

HIDDEN EXIT DOOR

This door looks just like a titanium wall and obviously is difficult to find when you try to exit.

EXIT DOOR

This exit will be revealed as soon as the required number of diamonds is completed, by flashing on and off.

ENTRANCE

This is the place where Rockford will appear at the beginning of every cave.

THE COMMANDS

LINE

You can make rows of objects with the current brush by selecting the Line icon or pressing the L key on the keyboard. To make a line you press the trigger on one point of the screen, move the cursor to the end point and press the trigger again.

RANDOM

Selecting the dice icon will place on the screen 20 objects with the current brush.

COLOR

Select the color icon or press the C key. A color menu will be displayed. Move the joystick until you get the desired color. Then press the trigger to select another color register.

TEST

Press the T key or select the test icon on the palette. You can now play the current screen just like a real game. Make sure you have at least one entrance and one exit. You can return to the edit mode at any time by pressing the Run/Stop key.

MENU

Pressing the M key or selecting this icon will display the file menu. Move the joystick in any direction to select the desired function and press the trigger. You can LOAD and SAVE your screens. You can make GAME sequences and perform file maintenance.

NEW SCREEN

Press the N key or select this icon to completely clear the screen and start creating a new one. The program will ask you to reconfirm your selection. Then a menu will ask you if you want to create a cave, an intermission, or to load one screen from disk or tape for editing and testing.

PALETTE

With the P key you can temporarily remove the palette in order to work under it. You can restore the palette by pressing the UP ARROW, C A R E F U L ! (don't confuse this arrow with the cursor keys).

TIMERS

The V key or the clock icon will display a menu to control items like: the speed of the game, the time limit of the cave (in seconds), the time for enchanted walls and amoebas, etc. To change the values move the stick right/left. If you want to go fas, move the joystick up/down. When your value is displayed, press the trigger to go to the next item.

FULL SCREEN

Press the F key to view all four screens of a cave. On this screen, you can reposition the working screen window (large cursor). Press F again or the joystick trigger to come back to the single working screen.

MAKING A GAME

A game consists of sequences of caves and/or intermissions. A standard game has 16 caves and 4 intermissions. A cave is about 4 TV screen in size. An intermission is only one TV screen in size. The purpose of the intermission is to reward the player who successfully completes 4 caves in a row with a fast (about 20 seconds) puzzle. A player can reap the bonus, but is not in danger of losing a life. However with the CONSTRUCTION KIT you are fre to have as many caves and/or intermissions as you desire.

SAVING A CAVE

The first step in makin a game sequence is to save all your screens (caves and intermissions) after you've tested them. Follow the steps below.

- Call the MENU icon or press M key.
- Use the joystick to select Save.
- Decide if you want to save onto DISK or TAPE.
- Type in a unique file name for your cave and press RETURN.
- You don't have to give an extension, the program will do it automatically for you.

Note:

When you are saving a cave or an intermission you must provide a NEW name that doesn't exist on the disk already. If you want to use use an existing file name, then you must delete the old file first then save your current file. (Use the Disk options explained below.)

CREATING A SEQUENCE (DISK)

After you have saved all youpr screens to disk. Select the word GAMES from the MENU. You are then presented with 5 game options:

NEW GAME

It will erase the current game sequence memory.

GAME FILES

It will read the catalog of caves and intermissions from the current disk.

LOAD GAME

It will load a previously created game sequence. You have to provide the name of the desired game sequence. (don't confuse load game with load screen)

SAVE GAME

It will save the current game sequence onto disk. You have to procide a unique name for your game sequence.

EDIT GAME

When you select edit, you are presented with a screen divided in two columns: The one on right contains the names off all the caves and intermission on the current diskette, the one on the left, the sequence of your caves for the current game.

The high-lighted cursor indicates which column you are in. You can change columns by moving the joystick left to right. You can move the pointers (indicated by a < > up/down by moving the stick up/down. The "Y" or "N" next to the file name indicates whether this file can be selected by the player in the final game you're creating. You can change this option by moving the stick up/down when you are on this column.

EVERY TIME THAT YOU PRESS THE TRIGGER, the file marked with a pointer in the right column will be copied to the space marked with the pointer in left column.

If you have more caves on seperate disk, you can load them into a game by inserting the disk in the drive and selecting the option GAME FILES explained above. However, be aware that when actually playing the game with BOULDERDASH THE GAME all the cave and intermissions should be in the same disk as the game file.

You can exit this option at any time by pressing the UP ARROW key. You may return at any time to "edit" and your sequence will still be in memory.

CREATING A SEQUENCE (TAPE)

When you are working with a tape you can't create a GAME SEQUENCE file. Instead you must save your caves and intermissions to the tape in the sequence that you want to play them in.

If you want to make a game with a particular sequence of caves and intermissions, you can do it in the following way:

- Call the MENU (M) command.
- Select LOAD screen.
- Load your first selected cave from your working tape, if you want, you can save time by rewinding or advancing the tape to the place where the particular screen is.
- Insert a new tape in the recorder.
- Select SAVE screen on the MENU.
- Repeat these steps until you have selected all the caves for your game.

NOTE 1:

When loading a cave from tape if you don't provide a file name, the program will load the next screen it finds in the tape regardless if it is a cave or an intermission.

NOTE 2:

If you provide a name but the tape counter is already past the file, this will not be a problem. You may rewind the tape at any time and whenm the program finds the file, it will be loaded.

NOTE 3:

If the file name is wrong, the program will continue searching indefinitely. You can escape by pressing the Run/Stop key or the Restore key.

DISK OPTIONS

These Disk Options are not essential for you to make Boulder Dash games and screens, but are provided for your convinience.

CATALOG

FORMAT

DELETE

RENAME

COPY

These commands are the same as the usual disk commands. Please consult your disk manual.

BOULDERDASH THE GAME

Those of you who already are fans of Boulder Dash don't need and introduction. You may skip to the description of the caves.

The objective of Boulder Dash is to search through the caves and collect the indicated minimum amount of diamonds. Once this has been accomplished and exit will be revealed and he must escape through it, to the next cave.

Strategy and planning are of outmost importance in order to solve the caves. Please read the descriptions of the brushes given in the CONSTRUCTION KIT section in order to understand how every element in the cave will react.

FUNCTION KEYS

- f3 = Number of players and joysticks
- Stick = Cave number
- Trigger = Start the game
- Space Bar = Pause
- Run/Stop = Restart the game

CHANCES

Each player starts with 3 lives. Bonus men are awarded every 500 points. You can earn extra lives in the intermissions.

SCORING

During the game play the scoring bar is located on the top of the screen. From left to right this is the meaning of those numbers:

- # of diamonds required
- Point value of every diamond collected so far
- Time left to complete the cave
- Total points accumulated

You score points for: every diamond you collect, every second left in the clock when you exit the caves, and every diamond collected above the minimum required will score bonus.

LOADING A GAME

LOADING A GAME SEQUENCE (DISK)

When the program finishes loading, it will ask for the file name of the game. The program has a built-in game called GAME1. Type GAME1 and press RETURN and wait for the caves to load. When the last cave has loaded, the letters in the game's name will turn from white to blue. This indicates that you can now select caves, by moving the joystick you can flip through the caves available. Press the joystick trigger to start the game.

When the game is over, you will return to the title page. The current game's name is now shown in white letters. If you want to play this game again just press RETURN. (WARNING do NOT move the joystick before pressing RETURN). The letters will turn blue again and you can select caves and/or start the game as explained above. (If you do move the joystick before pressing RETURN, simply delete the letters accidentally written and type the desired name of the game).

If you want to play your own games type the name of your games sequence. Remember the game sequence file and all the caves that belong to that sequence must be in the same disk.

LOADING A GAME SEQUENCE (TAPE)

When the program has loaded, it will ask how many screens you want to load. The program has 15 screens built in. Type 15 press RETURN and wait for the caves to load. If you want to play your games, insert your own tape and type the number of caves that you want to load.

If you type less then the total numbers of caves you have in your tape, the program will only load the amount indicated. If you type a number larger than the number of caves in the tape, the program will attempt to load the extra caves, indefinitely.

CREDITS

Programmed by Jeff Schneider  
Development manager Fernando Herrera  
CONSTRUCTION KIT Concept by First Star Software  
Game puzzles and documentation by Fernando Herrera  
Special Thanks to Jim Nangano and Paul Hodara

The original Boulder Dash was created by Peter Liepa, with Chris Gray.

Program copyright (1988), by First Star Software Inc.  
All rights reserved

Manufactured and published in Scandinavia by World-Wide Software, International House, 2300 Kbh. S, with permission from First Star Software Inc.

WARNING!

Copyright subsits on this program, its representation, program code, and documentation. Any attempt to copy, lend, public broadcasting, transmission and distribution of Boulderdash Construction Kit program or documentation is strictly prohibited without written permission from First Star Software Inc.



WORLD  
WIDE  
SOFTWARE